





2837-MI

pire interactive, Inc. 501 FM 2222, Suite R #52 stin, TX 78730 PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

# **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

#### Convulsions Eye or muscle twitching Altered vision Involuntary movements

Loss of awareness Disorientation

- . To reduce the likelihood of a seizure when playing video games:
  - 1. Sit or stand as far from the screen as possible.
  - 2. Play video games on the smallest available television screen
  - 3. Do not play if you are tired or need sleep,
  - 4. Play in a well-lit room.
  - 5. Take a 10 to 15 minute break every hour.

# **▲**WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

# ▲WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- . If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

# **▲WARNING** - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- . Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

# **Important Legal Information**

KEV-

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archivat" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games Official and related Nintendo products. feintendo does not ficense the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS" VIDEO GAME SYSTEM.



### A CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes,



LICENSED BY

Nintendo'

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2006 NINTENDO, ALL RIGHTS RESERVED.

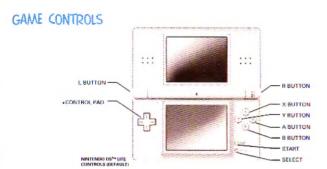
# CONTENTS

Getting Started	1
Game Controls	2
Main Menu	3
Introduction	3
Friendship Points	4
Pause Menu	
Kitty's Room	5
The City	6
Characters	12
Credits	13
Warranty	14
Customer Support	15

### GETTING STARTED

- 1. Make sure your Nintendo DS is off, and then insert the Hello Kitty Big City Dreams Game Card into the Game Card slot until it clicks into place and turn the power on.
- 2. Read the information on the Health and Safety screen and then touch the Touch Screen to move to the DS Menu Screen.
- 3. On the DS menu screen, touch the "Hello Kitty Big City Dreams" panel to start the game. If you have your Nintendo DS start-up mode set to Auto, the DS Menu Screen will not appear, See your Nintendo DS instruction booklet for more details.





You can play "Hello Kitty Big City Dreams" using the Touch Screen:

- When nevigating the city, touch the Nintendo DS stylus in front of Kitty, and she will follow it.
- Touch items to select them or interact with them.
- To talk to one of the citizens walk up to them and tap on them.
- To exit a building move Kitty to the door mat and tap it.
- Touch the Touch Screen to cycle through conversation and tutorial screens.
- For mini-game specific controls refer to the in game tutorial.

You can also play with the buttons and the +Control Pad:

- +Control Pad Move Kitty
- +Control pad & Y Button Run
- A Button perform action, enter / exit building or start a conversation.
- For mini-game specific controls refer to the in game tutorials.

### MAIN MENU

The main menu screen has three options to choose from, touch the one you wish to select.

- New Game starts a fresh adventure. "Hello Kitty Big City Dreams" uses a single save system, this means that if you start a new adventure any progress made previously in the game will be lost.
- Continue will allow you to pick up from where you last saved the game.
- High scores is where you can view your best scores in each of the different mini-games.

### INTRODUCTION

Kitty White has decided to leave her small hometown and follow her dream of making it in the Big City. Control Kitty as she is reunited with familiar faces, makes new friends and gets caught up in all kinds of adventures. Helping out Kitty's friends earns Friendship Points, these can be spent on all kinds of things. If you earn enough Friendship Points you will be able to fulfill Kitty's ultimate dream of moving into a penthouse!

## FRIENDSHIP POINTS

Friendship Points are earned through playing mini-games, your current "FP" is displayed in the top right of the lower screen when exploring the town.

Friendship points can be used to:

- Pay for turns on mini-games
- Buy Clothes at the Kiosk in the shopping district of the city
- Buy Apartment upgrades from the Attendant located in the ground floor of the Apartment Building.

## PAUSE MENU

When Kitty is outside the Apartment Building, press START to pause the game. From here you can save the game or quit to the main menu (if you want to check out your high scores).

The mini-games can be split into indoors and outdoors. If you are playing an indoor mini-game, press START to pause it. Press START again and then select 'yes' to carry on playing or 'no' to quit.

## KITTY'S ROOM

In the Apartment Building, Kitty can ride the elevator to her room. From here you can do two things:

- Save the game
- Change Kitty's clothes

New outfits can be bought from the Kiosk in the Shopping District. To change Kitty's clothes, tap on the wardrobe in your room. You will then be able to choose one of the available outfits.



There is one very special outfit that you cannot buy from the Kiosk. If you help My Melody, she may give you one of her fantastic new creations.

Room themes can also be bought from the Kiosk. To change your room theme, talk to the attendant in the foyer of the Apartment Building.

You can try your luck with the Crane Game and win some toys. There are 10 to collect.

Any toys you get will automatically be placed in your room for you.



# THE CITY

There are 3 districts in the Big City to explore; the Housing, Shopping and Entertainment Districts. To get from one to another, you have to take a train or a bus. Just like any other bus or train, you will need to pay a fare; use Friendship Points to buy a ticket as you get on.

### THE HOUSING DISTRICT

This is the first district you come to; it is also where Kitty's apartment is.

### Jump Rope

Try and jump as many times as you can! The icon on the screen will help you time your jump, it will show you when you should tap the screen.

#### Car Wash

Help Monkichi clean his car, Use the items one at a time to wash and polish his car until it shinest

#### **Boat Ride**

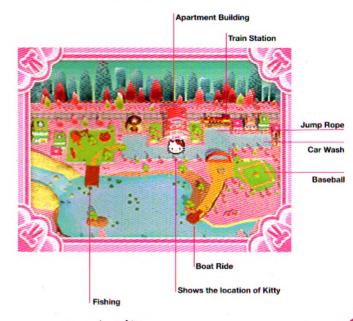
Double tap on the screen to take photos of the animals. Some of them move quickly so you will have to be quick! The more pictures you take the greater your reward, if you can get "Perfect" pictures you will get even more Friendship Points.

#### Baseball

Test your batting skills against Pochacco's pitches. The icon on the screen will help you time your swing.

#### Fishing

If you want to relax, go and see Chococat for a bit of fishing. Dangle the fishing line into the water and wait for a bits. Watch the icon to help you time when to strike! Tap the screen to strike and reel in the fish.



## THE SHOPPING DISTRICT

#### Kitty Crafts

Help Pekkle put all his puzzles back in order. Touch a piece to move it into the empty space.

#### My Melody's Fashion

Help My Melody pick out the latest fashion. Find the items she is looking for and take them to her. Pay close attention when My Melody shows you the clothes she wants, the shoes are the hardest to spot!

When you think you have the clothes My Melody wants, go back and talk to her. You get three guesses in each round; if you don't get it right after three guesses the game is over. The first time you get it wrong, all the clothes will be put back on the racks. The second time the clothes you picked up will be kept, you will have to swap any wrong items you selected.

If you can complete all of My Melody's challenges, she will reward you with an extra special outfit of your own!

#### Restaurant Rush

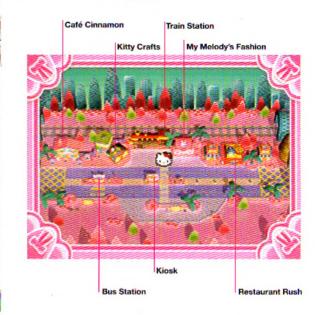
Help keep the customers happy and the restaurant clean!

#### Café Cinnamon

Match the scoops of ice cream to the coloured cones. The rounds will get faster and faster; how long can your survive before you make too many mistakes?

### Kiosk

This is where you can buy extra room themes and outfits.



## THE ENTERTAINMENT DISTRICT

There is a mysterious girl walking around the Entertainment District. If you bump into her, talk to her and she may have something for you to do,

#### Keroppi's Arcade

The arcade contains two games you can play:

Rat-N-Amaze: guide your mouse through the maze and collect more cheese than the other mice.

Crane Game: try and grab a toy to add to your room, there are 10 to collect in all. It will cost you Friendship Points to play, but the risk is worth it! If you grab a toy you already have, you can always sell it to the boy next to the machine. He has been trying for ages to win one; he has not had much luck.

#### Sushi Kitty

Help Gey, Boo and Woo make great sushi for their customers.

#### Roller Coaster

You need to buy a ticket from the booth the ride the rollercoaster. Collect as many hearts as you can by tapping on them. The rollercoaster is very fast so you will have to be quick!

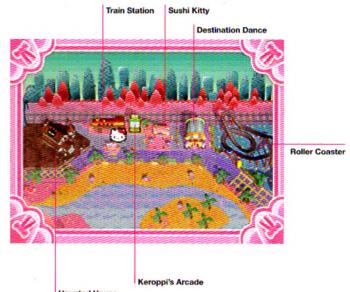
#### **Destination Dance**

Tap the screen to the beat and dance, dance, dance!

#### Haunted House

Who else but Badtz-Maru would own a haunted house! Tap on the ghosts to get rid of them. Be careful though, there are little boys and girls wandering around inside the haunted house – don't tap on them!

The more times you miss or if you hit a boy or girl, the less points you will get in the end.



**Haunted House** 





## CHARACTERS

HERE ARE SOME OF THE FAMILIAR FACES YOU WILL SEE IN THE BIG CITY











AND MANY MANY MORE

## CREDITS

### EMPIRE INTERACTIVE

Head of Development Steve Metcalf

Producer James Nicholas

Ben Willsher

**QA Manager** Dave Cleaveley

Senior QA Leads James Davis Paul Jackson

Testers Kyle Brewer Chihao Tsang Russell Keawpanna Phil Octave Minesh Bapodra Paul Lopez Peter Leung John Austin

**VP Marketing** James Spice

**Product Manager** Robert Lightbody

**Marketing Assistant** Matt Lampey

Legal & Business Affairs Duncan Backus

Studio & Localisation Lawrence Wess

**Creative Director** Andrew Philo

Artwork Eva Roth Tracy Hare Nicole Smith Lana Welch

#### EMPIRE INTERACTIVE U.S.

VP of Sales Karim Farghaly

**Director of Product** Management P.J. Snavely

Director of Marketing Zach Rener

Marketing Design Lead Lance McIlhany

**RAZORWORKS** 

Artinto Christopher Payton Damien Murphy Simon Richards

Martin Kirkley Abelardo Polonio Marco Serges

Humansoft

Miklos Matis Artists Janos Diospatonyi Tamas Milbich Balazs Drenkovics Robert Toth Gabor Turlak Daniel Cseuz **Programmers** Laszlo Nemet

Studio Head

Zoltan Laki Zoltan Vass Janos Lerch Viktor Bartfai Mihaly Petrovics Balazs Nemeth

SANRIO DIGITAL

**Company Director** Yat Shi

**Business Development** Manager Michelle Ho

**Product Manager** Wendy Tse

Music Greg Chun

Font Libraries The Font Brothers Craig Kroeger

Special Thanks Haydon Farrar

©'76, '79, '84, '88, '89, '90, '94, '96, '99, '02, '08 SANRIO,

### WARRANTY

#### End User License Agreement

- 1. Limited Use License. Empire Interactive, Inc., hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your Mintendo DS game console system.
- 2. Ownership. All title, ownership rights and intellectual property rights in and the to the Program and any and all copies thereof linchding but not limited to any titles, computer code, themes, objects, chrancters, character names, stories, text dialog, catch phrases, locations, computers artwork, animations, sounds, musical, compositions, audiovisual, effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program are owned by Empire. The Program is protected by the copyright laws of the United States, international copy right treates and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and Empire's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of the End User.
- A. Subject to the Limited Use License as set forth above, you may not, in the whole or in part, copy, photocopy, reproduce, translate, reverse engineer, drive source code from modify.
- disassemble, decompile, or create derivative works based on the Program or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Empire.
- B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Empire; or exploit the Program or any of its parts for any commercial purposes.
- 4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of the License.
- 5. Limited Warranty. Empire Interactive warrants that the software will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days, from the date of receipt, Any implied warrantes software are limited to ninety (90) days, unless the effect of this clause has been specifically excluded applicable taw.

### CUSTOMER SUPPORT

SHOULD YOU ENCOUNTER ANY PROBLEMS WITH THIS PRODUCT, PLEASE FIRST VISIT OUR SUPPORT SITE.
It contains the most up to date information for all Empire Interactive products.
http://support.empireinteractive.com

If you have a specific problem that is not covered on the our website, you can contact us by email at support@empire.co.uk with the name Hello Kity Big City Dreams DS U.S. in the subject field of the email. Alternatively, our U.S. technical support number is (512) 828-6388.

The above services apply to English language product only and we regret that they are not able to give game play hints or tips.

If the EMPIRE INTERACTIVE, Inc. product fails to comply with this limited warranty, EMPIRE INTERACTIVE, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to EMPIRE INTERACTIVE, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product cartridge only in protective packaging and include; (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc or caltridge evaluacement. Note: Certified mail recommended.

Empire Interactive, Inc. 10601 FM 2222 Suite R #52 Austin, TX 78730



NOTES NOTES

## NOTES

